

VIKTOR BEITEL

21PTS

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1 x

2

BOSS, LEGENDARY, HEX, OUTLAWS, ENLIGHTENED, MUTATION, DOCTOR, MERCENARY, CONFEDERATE, TAINTED



Q5
L4
M7
F6
A5
G6

4

v3.04c

HELL MASK

BRUTAL, TORRENT, HAZARDOUS, CLOSE WORK
LETHAL

MEAT CLEAVER

BRUTAL

RNG PRC ROA

	-	-1	1
	-	-1	2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

- LARGESSE, METTLE:** (For more details see p.12 of the Rules)
- DYING BREATH:** Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.
- IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.
- IMPERFECT MUTATIONS:** Any friendly MUTATION Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an attack.
- INDOMITABLE:** Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.
- MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.
- MUTAGENESIS: SPECIAL ACTION** - This Unit must successfully pass a Mind Check to affect a MUTATION Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the MUTATION Unit is Disordered.
- RABBLE ROUSER:** Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.

